

**IN THE SPECIFICATION:**

Please replace the paragraph starting on page 12, line 15, with the following rewritten paragraph:

AI Referring now to FIG. 4, a flowchart of a method according to an embodiment of the invention is shown. The method is performed by each node within a broadcast environment. In 400, a packet, for example, a packet of data, is received at the node for transmission therefrom, through the link or network coupling all the nodes, or from an application running on the node. In 402, a virtual clock is reset to zero. The virtual clock is a clock maintained by each node within the network. In this embodiment, it is reset only once each time a packet is received. The virtual clock is written as  $v_i(t)$ , where  $t$  is actual, physical time—for example, as maintained by a real-time clock within the node—and  $i$  specifies the node. Thus, the resetting of the virtual clock to zero in 402 is written as  $v_i(t) = 0$ .

Please replace the paragraph starting on page 14, line 6, with the following rewritten paragraph:

AI It is noted that because of the manner in which the start tags and the virtual clock are determined,  $B_i$  is non-negative. However, if the start tag and the virtual clock are identical,  $B_i$  may become equal to zero. To avoid this, in one embodiment,  $B_i$  is further modified as

$$B_i = B_i + X,$$

Ao where  $X$  is uniformly distributed in  $[1, \beta]$  where  $\beta$ , the *Backoff\_Window*, is a positive integer. This further reduces the probability of back-off intervals of two nodes counting down to zero at the same time. In 408 as well as the *back-off counter* is reset to zero after this step is performed.